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1. A method for facilitating shopping, comprising:

embedding at least one product data into a broadcast signal receivable by a broadcast receiver:

in response to a user command, transferring the data from the broadcast receiver receiving the broadcast signal to a portable memory media; and

inserting the portable memory media into a shopping computer to identify a product associated with the product data.

- The method of Claim 1, wherein the user command is generated using a remote control device.
  - 3. The method of Claim 2, wherein the shopping computer is a kiosk.
- 4. The method of Claim 1, wherein the product data includes at least one of the following: product type, model number, universal product code (UPC), price, brand name, country of manufacture, or product availability.
  - The method of Claim 1, further comprising the acts of: embedding at least one service data into a broadcast signal receivable by the broadcast receiver:

in response to a user command, transferring the data from the broadcast receiver receiving the broadcast signal to the portable memory media; and

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inserting the portable memory media into the shopping computer to identify a service associated with the service data.

- The method of Claim 5, wherein the service data includes at least one of the following: service provider, cost of service, or availability of the service.
  - The method of Claim 5, further comprising the act of: printing a hard copy of the product data or service data.
- 8. The method of Claim 1, wherein the portable memory media is a flash memory device.
- The method of Claim 2, wherein the remote control device includes a "shop" button, the user command being generated when the "shop" button is depressed.
- The method of Claim 1, wherein the broadcast receiver is one of the following: a television or a radio.
  - 11. The method of Claim 9, further comprising the act of: sending feedback to an advertiser representing interest in a particular commercial when the "shop" button is depressed.
- 12. The method of Claim 1, wherein the product data is represented by a pointer that indicates where the detailed product information can be found within a database connected to a shopping computer.
- The method of Claim 12, wherein the pointer is one of the following: a symbol, an icon, a watermark, or a logo.
  - 14. A system for promoting purchase of a product, comprising:

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at least one broadcast receiver receiving a signal having at least one product data therein:

at least one portable memory media removably engageable with the broadcast receiver:

at least one user input device to cause the product data to be stored on the portable memory media; and

at least one shopping computer distanced from the broadcast receiver and engageable with the portable memory media to receive the product data therefrom to promote a transaction involving the product.

- 15. The system of Claim 14, wherein the user input device is a remote control unit.
  - 16. The system of Claim 14, wherein the shopping computer is a kiosk.
- 17. The system of Claim 14, wherein the product data includes at least one of the following: product type, model number, universal product code (UPC), price, brand name, country of manufacture, or product availability.
- 18 The system of Claim 14, wherein the signal received at the broadcast receiver further includes at least one service data.
- 19 The system of Claim 18, wherein the service data includes at least one of the following: service provider, cost of service, or availability of the service.
  - The system of Claim 14, further comprising: an output device connected to at least one of: the broadcast receiver or the shopping computer.

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- 21. The system of Claim 20, wherein the output device is a printer.
- The system of Claim 14, wherein the portable memory media is a flash memory device.
- 23. The system of Claim 15, wherein the remote control device includes a "shop" button, the "shop" button being toggled to cause the product data to be stored on the portable memory media.
- 24. The system of Claim 14, wherein the broadcast receiver is one of the following: a television or a radio.
- 25. The system of Claim 17, wherein the shopping computer is connected to a database, the shopping computer utilizing data stored on the portable memory media to access the database to retrieve additional product data.
- 26. The system of Claim 25, wherein the additional product data includes at least one of the following: physical location of product in a store, coupons, or similar products.
  - 27. A broadcast receiver, comprising:

means for receiving a broadcast signal having at least one product data embedded therein;

means for receiving at least one user command; and

means for transferring the data from the broadcast receiver
to a portable memory means, in response to the user command.

 The broadcast receiver of Claim 27, wherein the user command is generated using a user input means.

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- 29. The broadcast receiver of Claim 27, wherein the data is transferred from the portable memory means to a shopping means.
- 30. The broadcast receiver of Claim 27, wherein a hard copy of the data is produced using a printing means.

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